

- 1. Startup.s file (assembly).
- 2. Turning on our board (versatilepb) and burning our barmetal software application (writing on uart Learn-in-Depth: Mohamed Abdallah).
- 3. My board is ready and wait debugger.
- 4. Path learn-in-depth.elf to debug (not .bin as it's not contain debug info).
- 5. Open path with my board (localhost → my machine IP, 1234 → port, info from board datasheet).
- 6. Processor @ entry point (reset section at startup file loading value of stack_top to stack pointer "initializing stack").

```
📀 MINGW32:/e/Master/Embedded-System-Online-Diploma/Unit3_EmbeddedC/Unit3_EmbeddedC_lecture 3/Extended fo...
                                                                                                         \times
-gdb.exe learn-in-depth.elf
        .global reset
        reset:
            ldr sp, =stack_top
           bl main
        stop:
           bl stop(gdb)
(gdb) Line number 7 out of range; startup.s has 6 lines.
display/3i $pc
1: x/3i $pc
   0x10000 <reset>:
                               sp, [pc, #4]
0x10010 <main>
                                               : 0x1000c <stop+4>
   0x10004 <reset+4>:
   0x10008 <stop>:
                               0x10008 <stop>
```

- 1. (1) show currently file.
- 2. (display/3i \$pc) show three instructions, currently program counter point to next instruction should be fetched (0x10000 initializing stack then fetch next instruction which will branch to main).

```
🥎 MINGW32:/e/Master/Embedded-System-Online-Diploma/Unit3_EmbeddedC/Unit3_EmbeddedC_lecture 3/Extended fo...
                                                                                                    ×
(gdb) 1
        .global reset
        reset:
           ldr sp, =stack_top
bl main
        stop:

bl stop(gdb)
(gdb) Line number 7 out of range; startup.s has 6 lines.
display/3i $pc
1: x/3i $pc
                               sp, [pc, #4]
0x10010 <main>
   0x10000 <reset>:
                                               ; 0x1000c <stop+4>
   0x10004 <reset+4>:
   0x10008 <stop>:
                                0x10008 <stop>
Breakpoint 1 at 0x10018: file app.c, line 9. 🚺
(gdb) b *0x10010
Breakpoint 2 at 0x10010: file app.c, line 6.
(gdb)
```

- 1. (b main) breakpoint at main function (0x10018 first line of c code in main between 0x10010 & 0x10018 context switching and initializing stack of main).
- 2. (b *0x10010) breakpoint at address 0x10010 to watch context and initializing of main stack.

```
🐎 MINGW32:/e/Master/Embedded-System-Online-Diploma/Unit3 EmbeddedC/Unit3 EmbeddedC lecture 3/Extended fo...
                                                                                                                                                                              \times
it3_EmbeddedC_lecture 3\Extended for lab1\learn-in-depth.elf...done.
(gdb) target remote localhost:1234
Remote debugging using localhost:1234
reset () at startup.s:3
3 ldr sp, =stack_top
            .global reset
            reset:
    ldr sp, =stack_top
    bl main
            stop:
bl stop(gdb)
(gdb) Line number 7 out of range; startup.s has 6 lines.
display/3i $pc
    x/3i $pc
0x10000 <reset>:
                                                  sp, [pc, #4]
0x10010 <main>
0x10008 <stop>
                                                                             ; 0x1000c <stop+4>
    0x10000 <reset:
0x10004 <reset:
0x10008 <stop>:
(gdb) b main
Breakpoint 1 at 0x10018: file app.c, line 9.
(gdb) b *0x10010
Breakpoint 2 at 0x10010: file app.c, line 6.
 eset () at startup.s:4
bl main
    0x10004 <reset+4>:
                                                   0x10010 <main>
                                                   0x10008 <stop>
    0x10008 <stop>:
    0x1000c <stop+4>:
                                      ldrdeq r1, [r1], -r12
```

- 1. (si → step instruction) pc will point to next address 0x10004 instruction which will be fetched.
 - (s \rightarrow step c code level one line code in c maybe equivalent to many assembly instruction so).

```
\Box
 MINGW32:/e/Master/Fmbedded-System-Online-Diploma/Unit3_EmbeddedC/Unit3_EmbeddedC_lecture_3/Extended_fo...
                                                                                                                                                      ×
    0x10004 <reset+4>:
                                            0x10010 <main>
    0x10008 <stop>:
                                            0x10008 <stop>
    0x1000c <stop+4>:
                                 ldrdeq r1, [r1], -r12
(gdb) c
 Continuing.
Breakpoint 2, main () at app.c:6
   x/3i $pc
   0x10010 <main>:
0x10014 <main+4>:
                                            {r11, lr}
r11, sp, #4
r0, [pc, #4]
                                 push
    0x10018 <main+8>:
                                 ldr
                                                                   : 0x10024 <main+20>
(gdb) c
Continuing.
Breakpoint 1, main () at app.c:9
9    uart_send_string(stringBuffer);
    x/3i $pc
                                            r0, [pc, #4] ; 0x10024
0x10028 <uart_send_string>
{r11, pc}
   0x10018 <main+8>:
0x1001c <main+12>:
0x10020 <main+16>:
                                 1dr
                                                                  ; 0x10024 <main+20>
                                 b1
                                 pop
(gdb) 1
          uint8 stringBuffer[100] = "Learn-in-Depth: Mohamed Abdallah";
void main(void)
                /* pass string to uart */
// name of array point to the address of first charater stringBuffer == &stringBuffer[0]
uart_send_string(stringBuffer);
```

- 1. (c \rightarrow continue) will jump to first breakpoint at address 0x10010.
- 2. (c) again will jump to next breakpoint at address 0x10018 which first c code of main function at line 9.
- 3. (I show currently file app.c) we found that first line of c main at line 9 already.

```
MINGW32:/e/Master/Embedded-System-Online-Diploma/Unit3_EmbeddedC/Unit3_EmbeddedC_lecture 3/Extended fo... — X

Type "apropos word" to search for commands related to "word".

Command name abbreviations are allowed if unambiguous.

(gdb) print stringBuffer
31 = "Learn-in-Depth: Mohamed Abdallah", '\000' <repeats 67 times>
(gdb) Undefined command: "". Try "help".

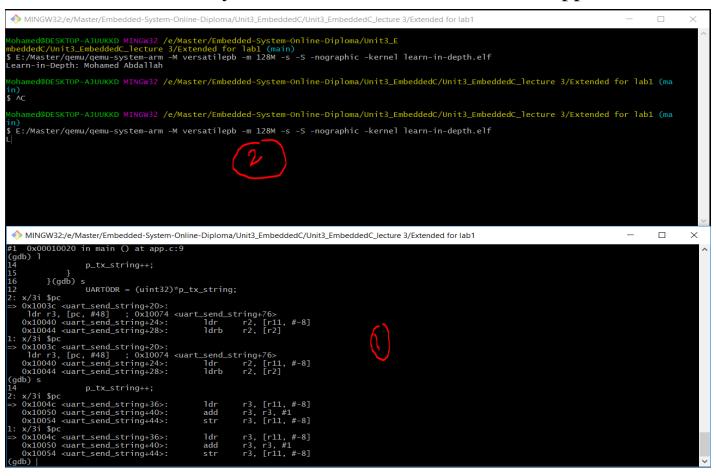
help
List of classes of commands:

aliases -- Aliases of other commands
breakpoints -- Making program stop at certain points
data -- Examining data
files -- Specifying and examining files
internals -- Maintenance commands
obscure -- Obscure features
running -- Running the program
stack -- Examining the stack
status -- Status inquiries
support -- Support facilities
tracepoints -- Tracing of program execution without stopping the program
user-defined -- User-defined commands

Type "help" followed by a class name for a list of commands in that class.
Type "help all" for the list of all commands.
Type "help" followed by command name for full documentation.
Type "apropos word" to search for commands related to "word".
Command name abbreviations are allowed if unambiguous.
(gdb) print stringBuffer[0]
$\frac{5}{2} = 76 \times L'{\text{gdb}}$
```

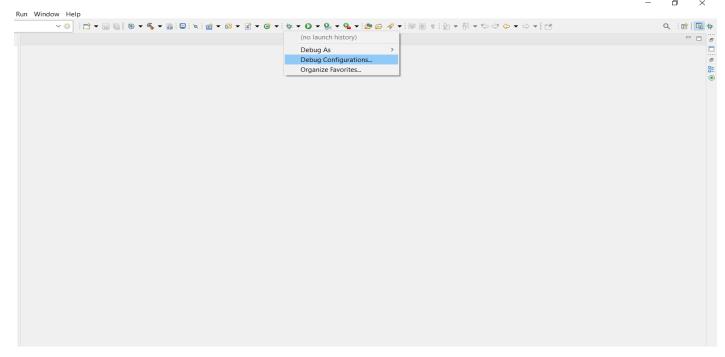
1. (print stringBuffer[0]) print value of variable 76 asci code.

- I set breakpoint at uart_send_string then pressed c to jump to it.
- 1. (where) currently at uart_send_string function in uart.c file and reached here by call was in main function in file app.c at line 9.

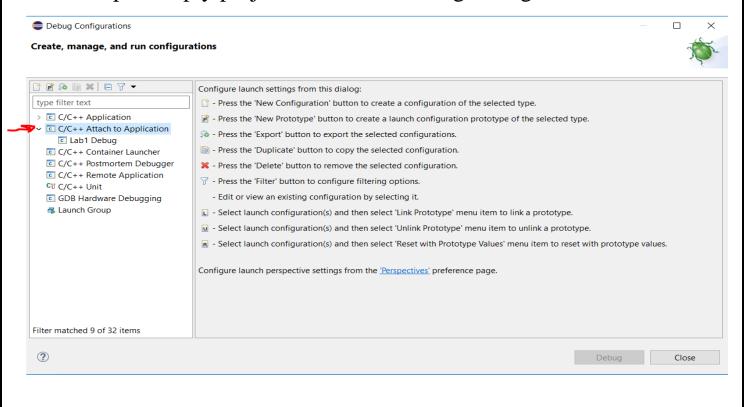


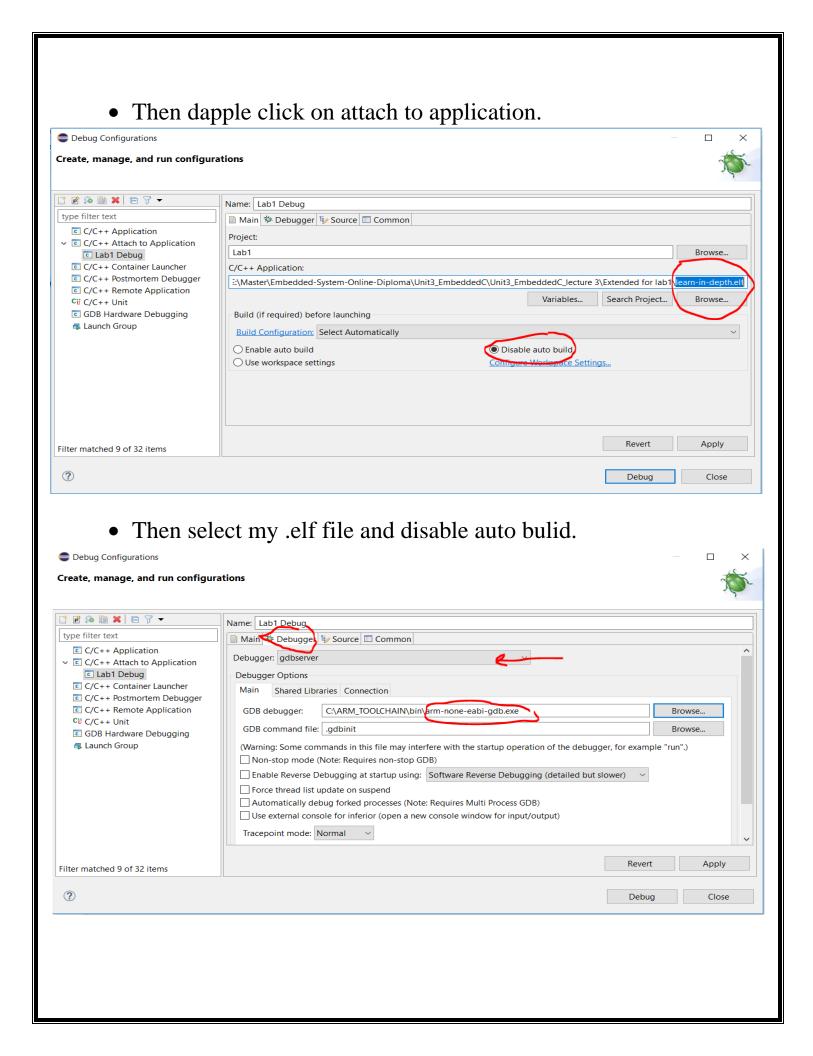
1. Using s will move line by line in c code to watch uart displaying our string written character by character.

Debug using eclipse

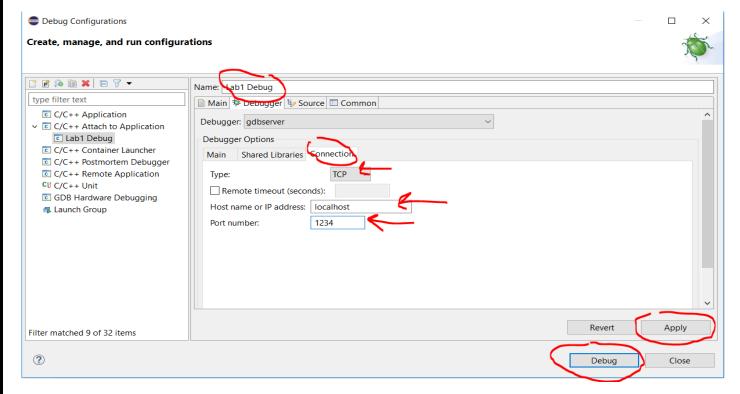


• Open empty project then select debug config.

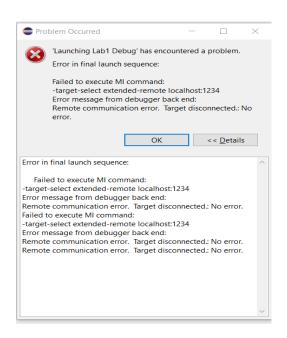




• Then select debugger tab, select gdbserver then select gdb cross tool chain not native as our code will not run on our pc it will run on anther machine.



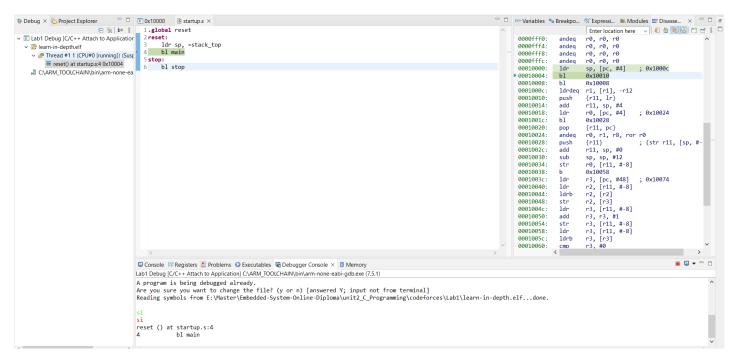
- Select connection tab and select Type and set IP and port number.
- Give name to that debug config then applay and Debug.



 Maybe face this problem if you forgot to Open your board.

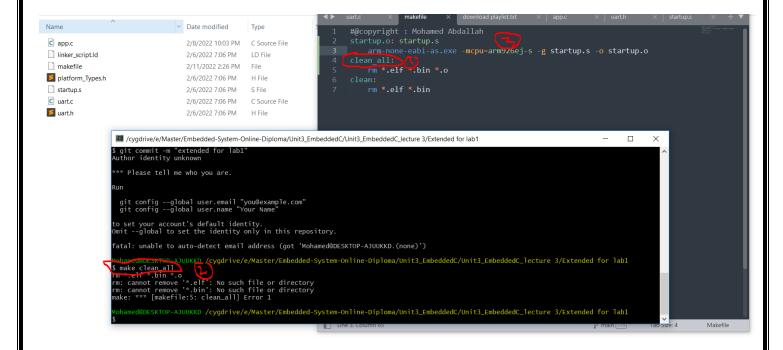


- You need to know your current directory by using pwd and copy your .elf there then write this command file file-name.elf.
- You will see that gdb can now read symbols successfully.



• Now he displayed current file and you can debug using GUI.

Makefile

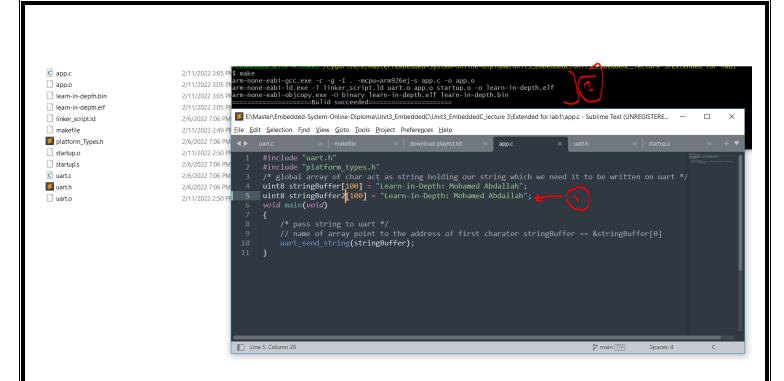


- 1. Clean_all → target, no dependences, role: remove all files .elf, .bin and .o.
- 2. How to call it? make then write target name, if we didn't write target it will execute first target.
- 3. startu.o → target, dependences → startup.s, role → assembler.

 Succeed

```
e/Master/Embedded-System-Online-Diploma/Unit3_EmbeddedC/Unit3_EmbeddedC_lecture 3/Extended for
C app.c
app.o
learn-in-depth.bin
learn-in-depth.elf
linker script.ld
makefile
platform_Types.h
                                                        E\Master\Embedded-System-Online-Diploma\Unit3 EmbeddedC\Unit3 EmbeddedC lecture 3\Extended for lab1\makefile - Sublime Text (UNREGIST...
startup.o
startup.s
                                           2/6/2022 7:0
C uart.c
                                           2/6/2022 7:0
uart.h
                                           2/6/2022 7:
                                                                 #@copyright : Mohamed Abdallah
all: learn-in-depth.bin
uart.o
                                                                                           =========Bulid succeeded
                                                                       arm-none-eabi-gcc.exe -c -g -I . -mcpu=arm926ej-s uart.c -o uart.o
                                                                   arm-none-eabi-ld.exe -T linker script.ld uart.o app.o startup.o -o learn-in-depth.elf
earn-in-depth.bin: learn-in-depth.elf
arm-none-eabi-objcopy.exe -O binary learn-in-depth.elf learn-in-depth.bin
                                                                       rm *.elf *.bin *.o
```

- 1. target \rightarrow startup.o, dependences \rightarrow startup.s, role \rightarrow assembler.
- 2. Target → uart.o, dependences → uart.c, role → compile but not link (-c).
- 3. Same as 2.
- 4. Target → learn-in-depth.elf, dependences → startup.o, uart.o, app.o role → link.
- 5. Target → learn-in-depth.bin, dependences → learn-in-depth.elf, role → obtain img to burn on board (without debugging info).
- 6. As when we call make, the first target will be executed we put all target and made it depended on .bin so it will generate all missing dependences files.
- 7. Call make it generated all files and build succeeded as show.



- 1. We will make some changes on app.c file as shown.
- 2. Then build again we notice that it build app.c only then link again and generate binary image finally.

(changed files only will be build and all files depended on that changed files as shown not all file).

- 1. %.s \rightarrow anyfile.s.
- 2. $\$ < \rightarrow$ replaced with dependences file.
- 3. $@ \rightarrow$ replaced with target file.
- 4. $(INC) \rightarrow replaced$ with value of the variable.
- 5. Wildcard *.c \rightarrow all files.c.
- 6. SRC:.c=.o \rightarrow replace .c with .o in files of SRC.